

FIG. 1A

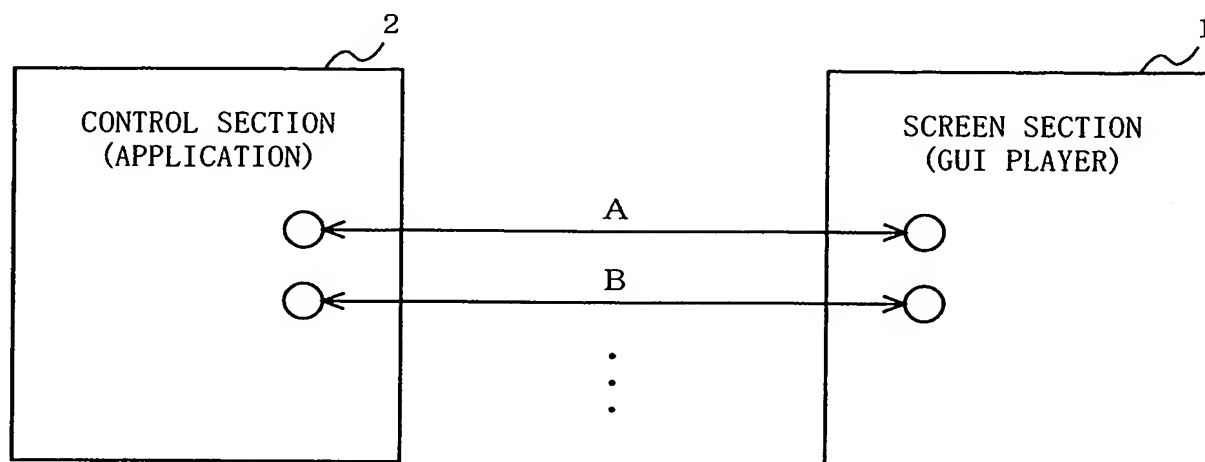


FIG. 1B

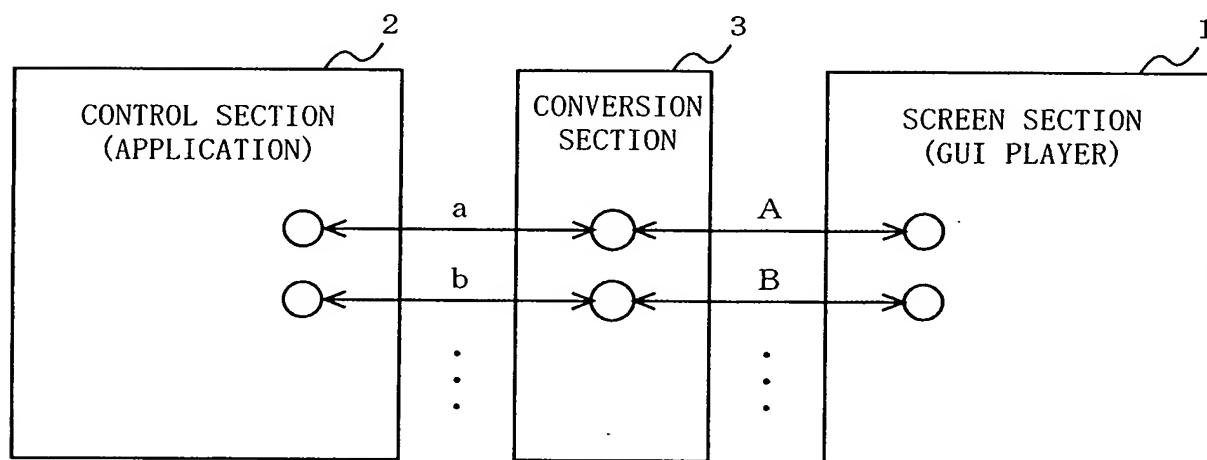


FIG. 2

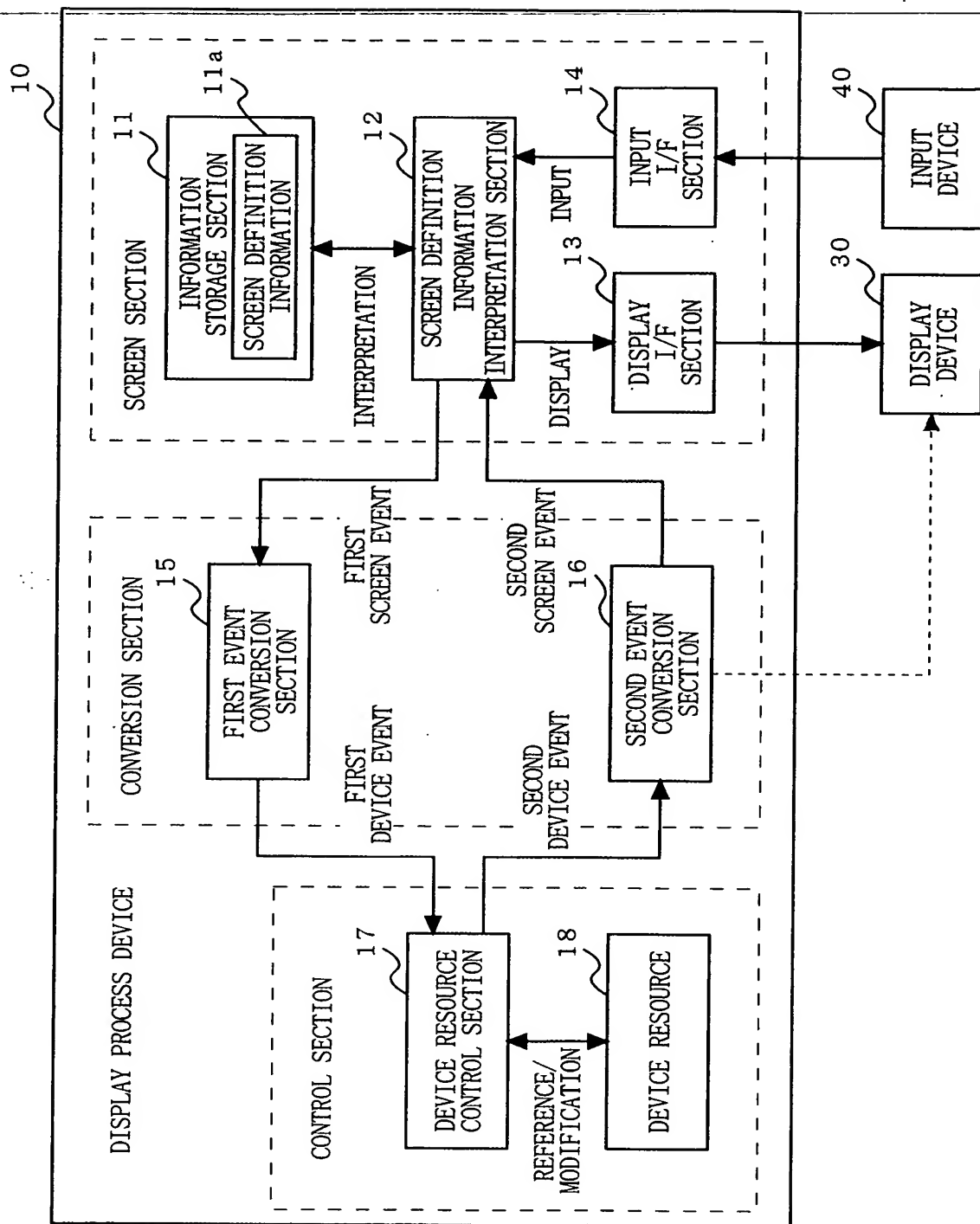


FIG. 3

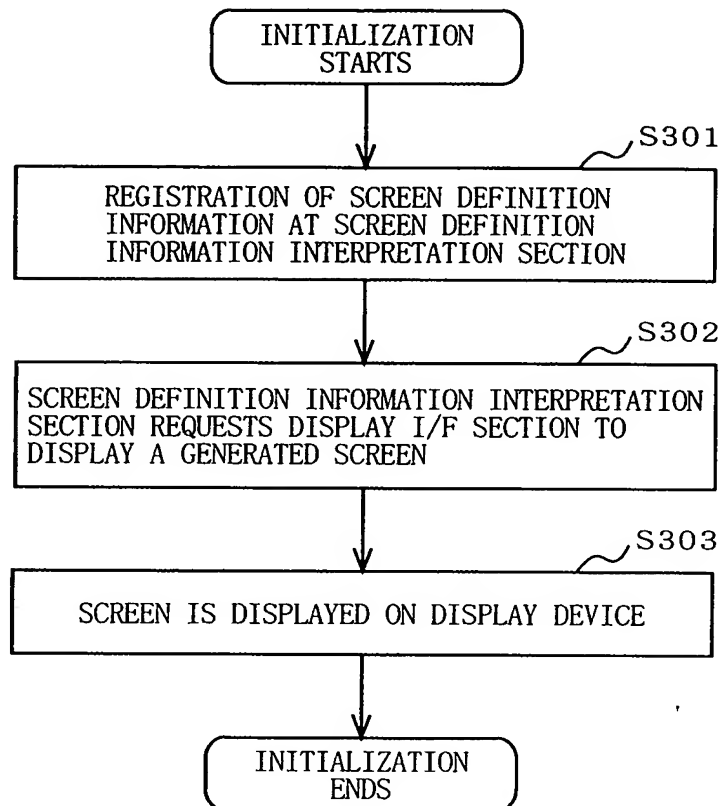


FIG. 4

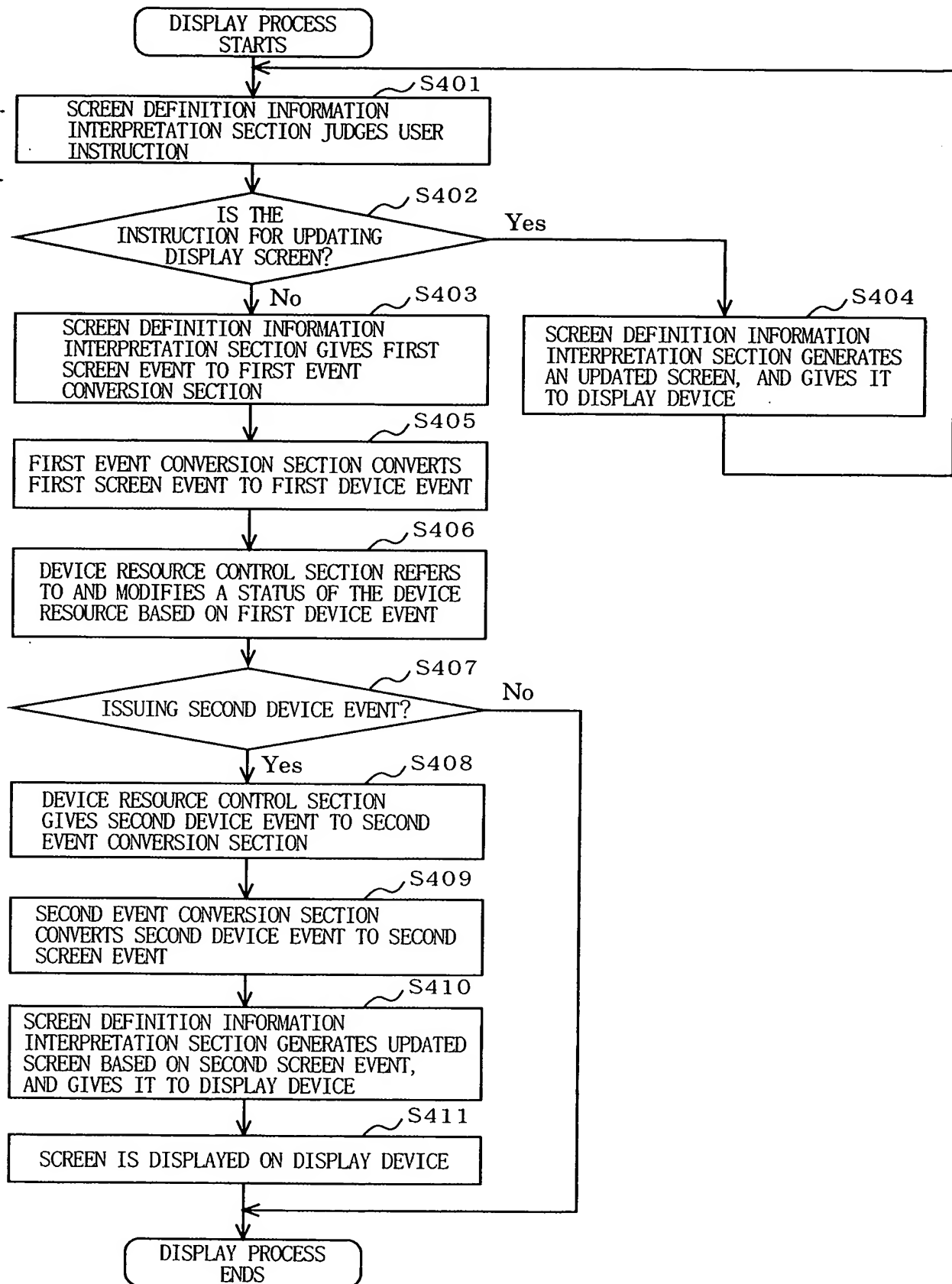


FIG. 5A

501

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action://dispGuide?arrow=right+left&function=subMenu

SCHEMA	INSTRUCTION NAME	ATTRIBUTE	VALUE	ATTRIBUTE	VALUE
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502

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URL ISSUED BY FLASH PLAYER (AN EXAMPLE OF FIRST SCREEN EVENT ISSUED FROM SCREEN DEFINITION INFORMATION INTERPRETATION SECTION)	AN EXAMPLE OF ACTION TAKEN BY DEVICE RESOURCE CONTROL SECTION
action://dispGuide?arrow= (right left up down)	<ul style="list-style-type: none"> - A RIGHT ARROW IS DISPLAYED WHEN 'right' IS SELECTED - A LEFT ARROW IS DISPLAYED WHEN 'left' IS SELECTED - AN UP ARROW IS DISPLAYED WHEN 'up' IS SELECTED - A DOWN ARROW IS DISPLAYED WHEN 'down' IS SELECTED
action://dispGuide?function= (subMenu back)	<ul style="list-style-type: none"> - A CHARACTER STRING "SUB MENU" IS DISPLAYED WHEN 'subMenu' IS SELECTED - A CHARACTER STRING "RETURN" IS DISPLAYED WHEN 'return' IS SELECTED

FIG. 5B

503

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Anchor{
  url"http://www.school.edu/vrml/someScene.wrl#OverView"
  children Shape{geometry Box{}}
}
  
```

FIG. 6 A

# CHARACTER STRING/NUMERICAL VALUE CONVERSION			
	ID	ID	
#CLASSIFICATION (NUMERICAL VALUE)	(CHARACTER STRING)	i	d
id,	105,	logicFirst	
id,	1000,	logicShowScreen	
id,	0,	BrowseParam	
# EVENT CONVERSION			
	ID	PSEUDO EVENT CLASSIFICATION	ISSUANCE POINT
#CLASSIFICATION (NUMERICAL VALUE)			
ievent,	1000,	KeyPress	1
ievent,	1006,	KeyPress	0
ievent,	1008,	mouseDown	-10, -15

FIG. 6 B

INCOMING CALL	
MENU	
DISPLAY SETTING FOR CALL TIME	
SILENT TIME	05 SECOND
UNANSWERED INCOMING CALL DURING SILENT TIME	DISPLAY

FIG. 7

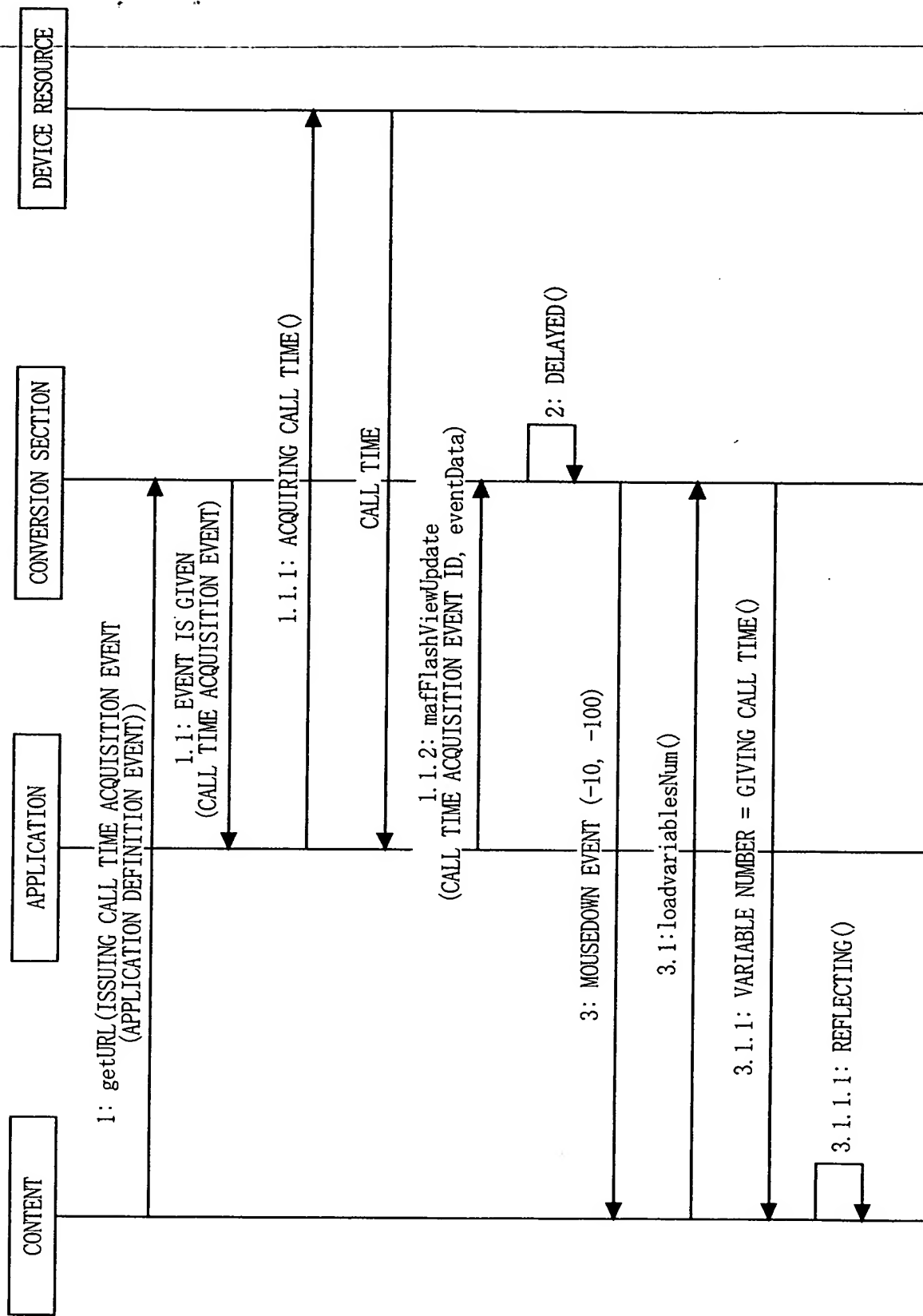


FIG. 8

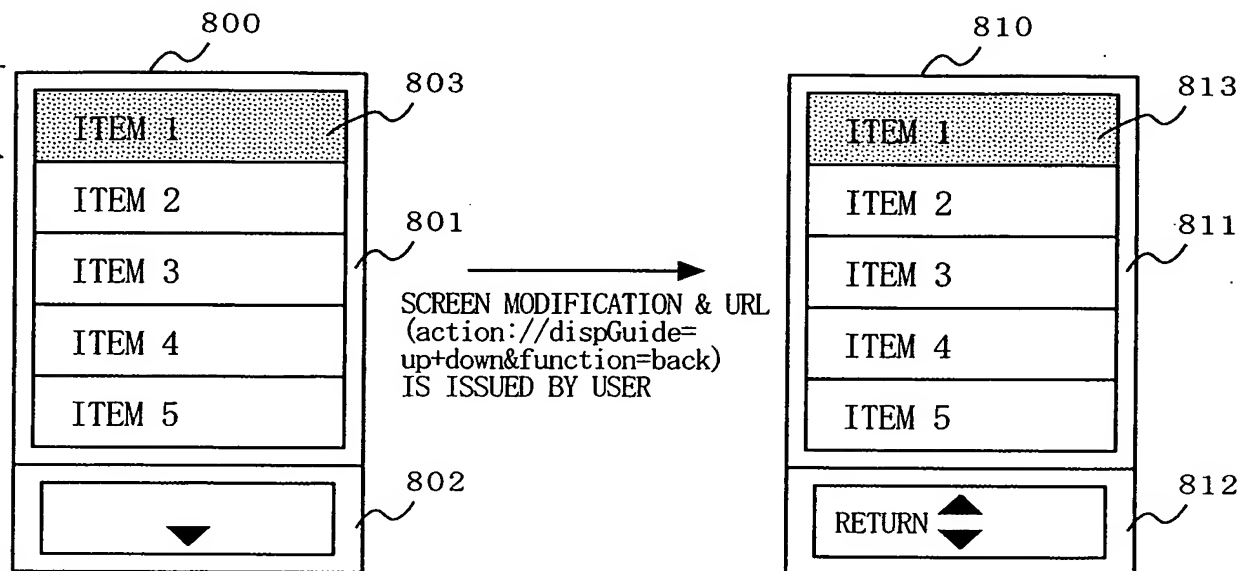


FIG. 9

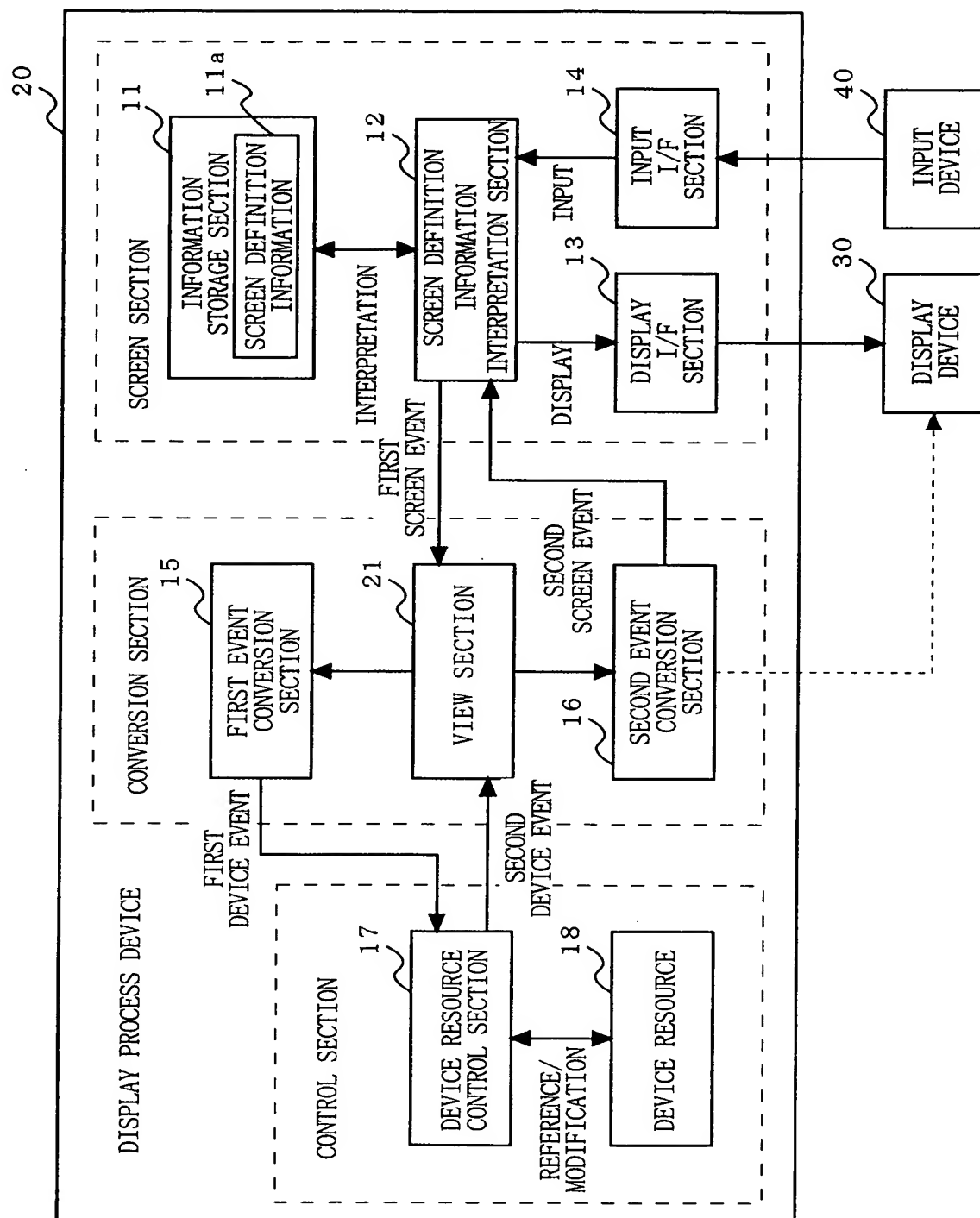


FIG. 10

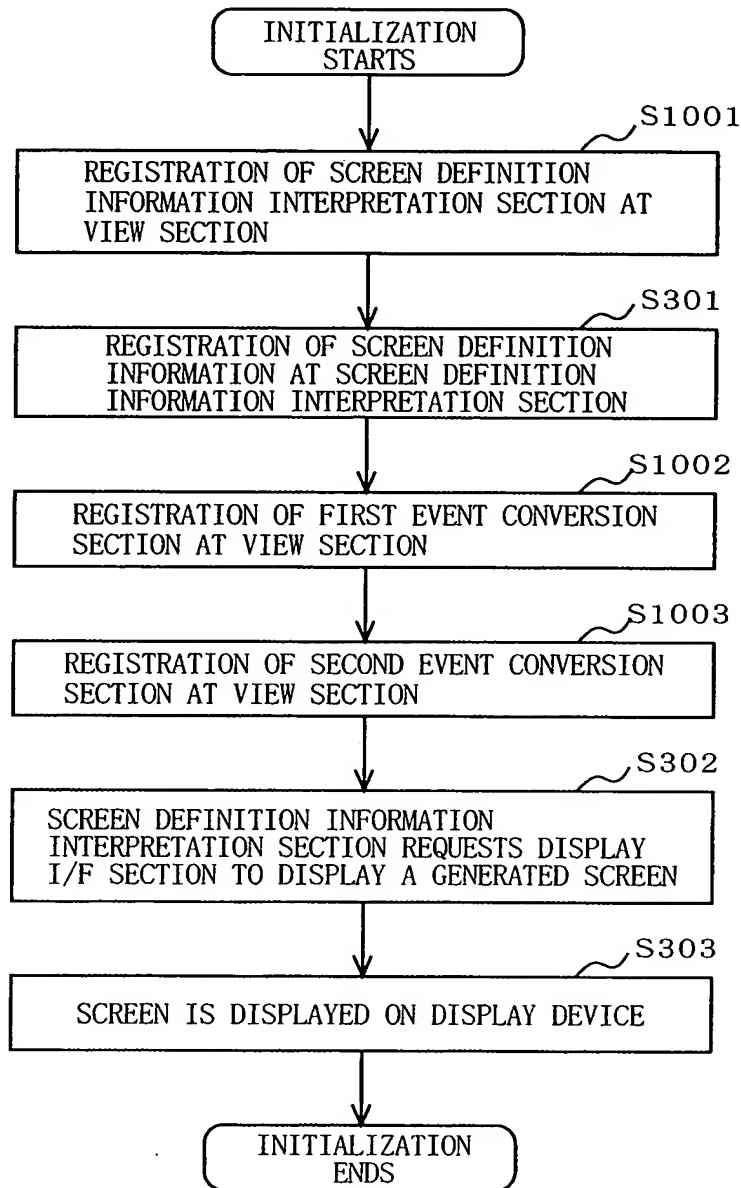


FIG. 11

